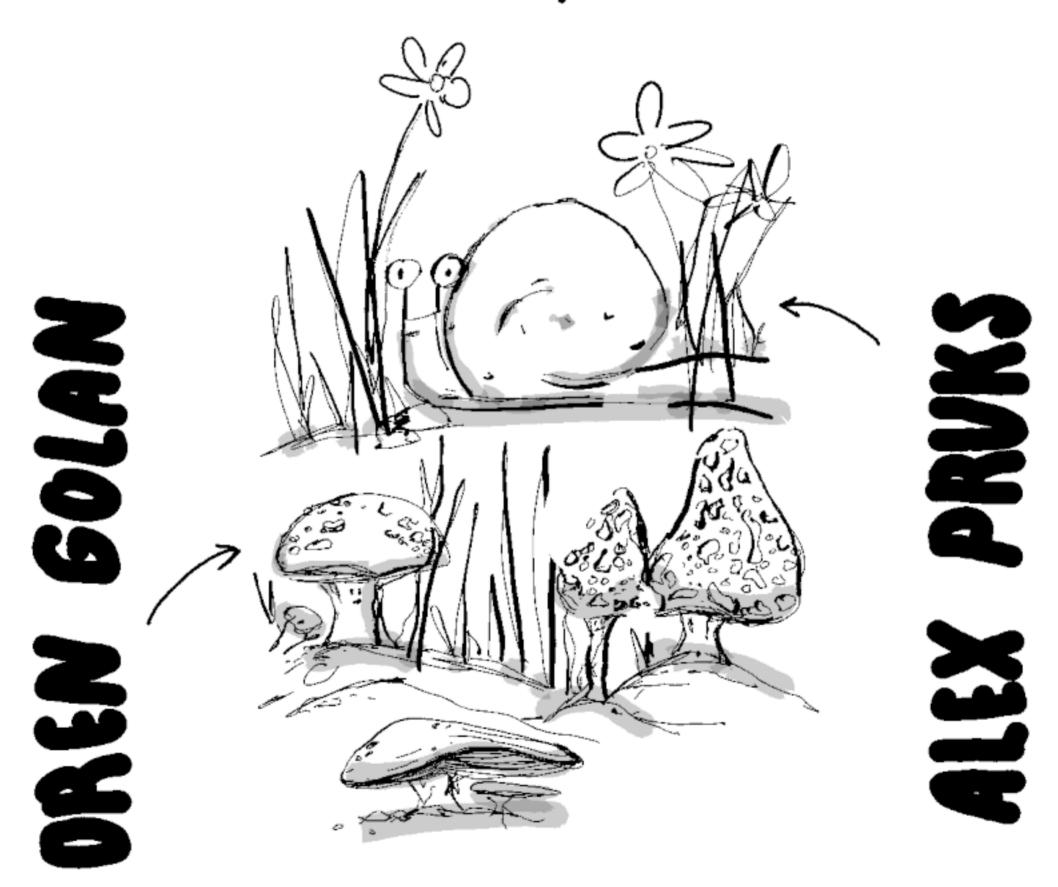
# HOW TO NAVIGATE A COMPLEX ORGANIZATION

A VISUAL GUIDE



## PREVIOUS NAMES

HOW TO BUILD AN ADAPTIVE ORGANIZATION

HOW TO CHANGE

2 A COMPLEX

ORGANIZATION

J HOW TO NAVIGATE

A COMPLEX

ORGANIZATION

?

4

# WHAT YOU WILL LEARN?

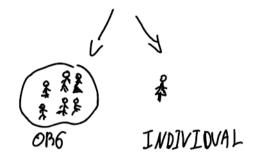
- 1. DESCRIBE WHAT AN ADAPTIVE CHALLENGE IS.
- 2. CHANGE THE DIRECTION OF YOUR

  ORG BY EXPOSING THE VARIOUS

  LEVERAGES YOU CAN USE.
- 3. MATCH MECHANISMS TO CHALLENGES
  USING THE CYNEFIN FRAMEWORK.
- 4. ADAPT TO COMPLEX CHALLENGES
  USING WARDLEY MAPS.

# WHAT IS YOUR DR6 ADAPTIVE CHALLENGE?

1. REQUIRE ADAPTATION AND LEARNING



2. UNCERTAIN



PROBLEM

SOLUTIONS

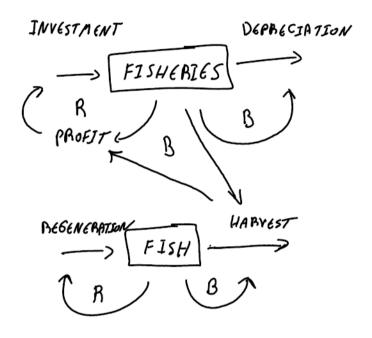
3. PARADOX / TENSION



AGENDASHIFT

### EXAMPLE: RESILIENCY OF LIFE

### BLUEFIN TUNA



CAUSES OF NON SUSTAINABLE SYSTEM

MENTAL MODEL 160ALS (GROWTH)

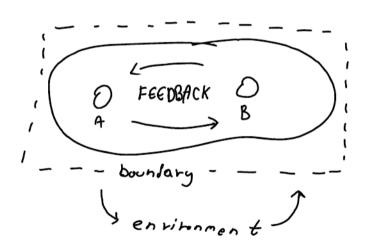
TECHNOLOGY (SUNAR)

MARKETS (PRICES VISIBLE)

GOVERNMET (HELP FISHERIES)

### SYSTEM

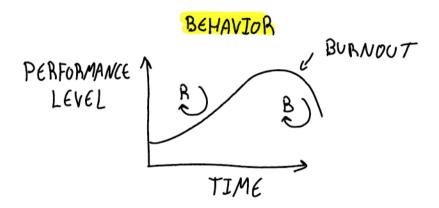
"A SET OF THINGS WORKING TOGETHER
AS PART OF A MECHANISM OR AN
INTERCONNECTING NETWORK"



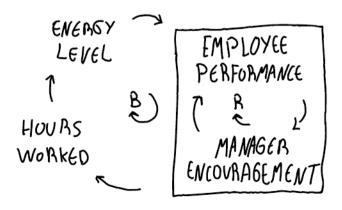
## FEEDBACK LOOPS

REINFORCING

BALANCING



### STRUCTUBE



# **LEVERAGES**

- 1. MENTAL MODEL/PARADIGM
- 2. GOALS
- 3. ORE STRUCTURE
- 4. POLICIES / AVLES
  S. MECHANISMS

  - 6. INFORMATION FLOW
  - 7. METBICS
  - 8. BESOURES

## TRAPS

- 1. POLĪCY RESISTANCE
- 2. TRAGEDY OF THE COMMONS
- 3. SEEKING THE WRONG GOAL
- 4. DRIFT TO LOW PERFORMANCE
- S. ESCALATION
- 6. SUCCESS TO THE SUCCESSFUL
- 7. ADDICTION
- 8. RULE BEATING

### TRAP 1

POLICY RESISTANCE (FIXES THAT FAIL)

### EXAMPLES:

UNSUPPORTED LIBS, BOMANIA, WARS ON DRUGS

THE WAY OUT:

LET 60, CHANGE GOAL

## TRAP 2

TRAGEDY OF THE COMMONS

### EXAMPLES:

FISH, FOSSIL FUELS, POPULATION GROWTH

### THE WAY OUT:

EDUCATE, DIVIDE THE SHARED BESOURCE, BEGULATE THE COMMON

### TRAP 3

SEEKING THE WRONG GOAL

### EXAMPLES:

GDP DOES NOT COUNT FOR WELFARE, EQUITY,

JUSTICE. MEASURING GOOD EDUCATION BY MONEY SPENT

THE WAY OUT:

SET GOALS THAT REFLECT THE BEAL WELFARE OF THE SYSTEM

THINKING IN SYSTEMS

# WHAT CAN YOU DO?

- 1. CHANGE THE DIRECTION OF YOUR

  ORG BY EXPOSING THE VARIOUS

  LEVERAGES YOU CAN USE.
- 2. MATCH MECHANISMS TO CHALLENGES
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# LEVERAGES

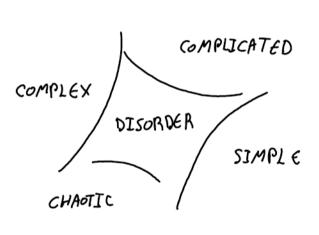
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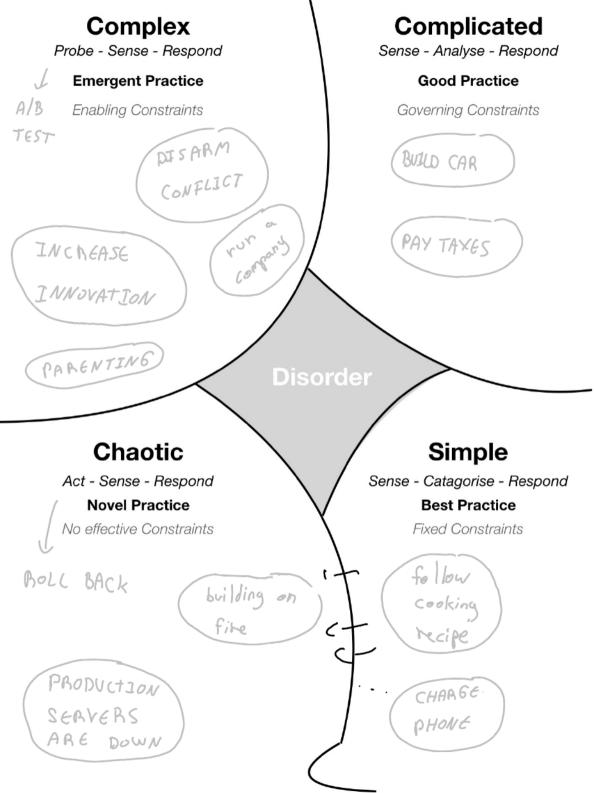
## CYNEFIN

A FRAMEWORK FOR NAVIGATING UNCERTAINTY

UNPREDICTABLE WORLD

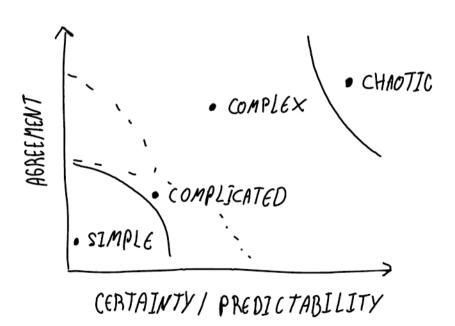


PREDICTABLE WORLD

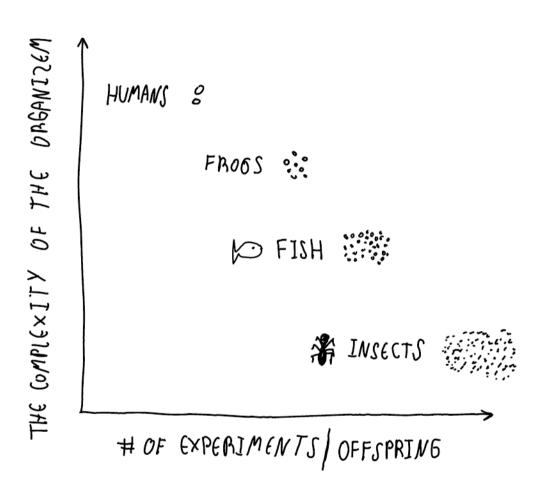


# SORT YOUR DR6 CHALLANGES

45 MIN WORKSHOP: AGREEMENT & CERTAINTY MATRIX



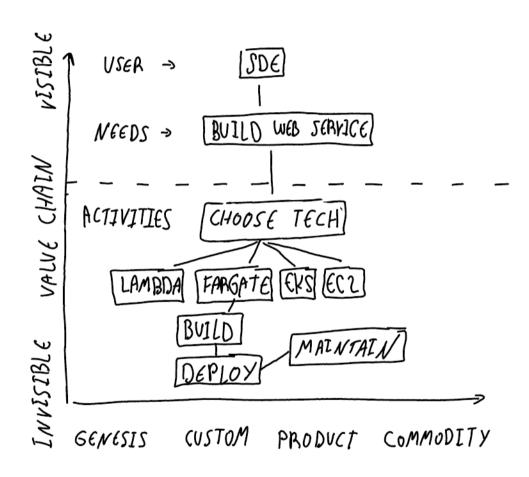
# HOW MANY EXPERIMENTS



MAKING THINGS WORK

### WARDLEY MAPS

TOPOGRAPHICAL INTELLIGENCE IN BUSINESS



### RESOURCES

### Books:

- THINKING IN SYSTEMS
- MAKING THINGS WORK
- GOOD STRATEGY BAD STRATEGY
- TEAM OF TEAMS
- AGENDASHIFT
- TURN THE SHIP AROUND
- CONNECT: BUILDING EXCEPTIONAL RELATIONSHIPS
- IMMUNITY TO CHANGE: HOW TO OVERCOME IT AND
  UNLOCK POTENTIAL IN YOURSELF & YOUR ORGANIZATION
- AN EVERYONE CULTURE: BECOMING A DELIBERATELY

  DEVELOPMENTAL ORGANIZATION

### RESOURCES

### OTHER:

WARDLEY MAPS

CYNEFIN

CLEAN LANGUAGE

LJBERATING STRUCTURES

OBEN,6ITHUB.IO

### **ADVISORS**

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# COVER ART

NATALIE KEVORK

